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MEMO

To: Alex Kosmala  
From: D. Eyles  
Date: 25 July 1969  
Subject: Altitude Above Terrain

Altitude above the local lunar terrain is a number indispensable in the analysis of landing simulations. This number is important already and will become more so as landings at more hostile sites (than the smooth ones presently being used) are contemplated. At present this number exists in the digital simulator only following altitude radar reads. This number should be updated at least every two seconds whenever the LM is near the surface and should appear both in the envsum and in the callfile dumps available to edits. I recognize that this will fractionally slow down the simulator.

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